The Atari Beacon Journal

Newsletter of A.C.C.T. & N.A.C.E.
Volume 7 OCTOBER 1987 Issue 10

HAPPY HALLOWEEN

INSIDE:

FCC UPDATE
NEW ATARI PRODUCTS

FEATURES

M/L PROGRAMMING by Dr. Warren G. Lieuallen----------3
ST TECHNICAL HELP by Mr. Goodprobe----------11
WITH AN EYE ON THE FUTURE by Mr. Goodprobe----------13
MEGA ST'S by John Edwards----------14

NEWS & REVIEWS

ATARI PODUCT UPDATES----------5
FCC UPDATE----------6
PRESS RELEASE : EXPERIMENTAL TV PROGRAM----------7
GRIDIRON REVIEW by John Cobb----------12
BARD'S TALE REVIEW by Bill Rodawalt----------16

DEPARTMENTS

From the President----------2
Monthly Minutes----------2
Treasury----------5
8-Bit Disk of the Month----------8
ST Disk of the Month----------15
Swap Shop----------15

The next monthly meeting will be on Monday Nov. 9, 1987 at 7:00 PM at Bassette's Health Foods, 3301 Central Ave.,(The Westgate Shopping Center) Toledo, Ohio 43606

PLEASE TRY TO ATTEND

PRESIDENT :	BILL RODAWALT (419)862-3202	DISK LIBRARIAN : ----(DOM)-----	TIM DEYOUNG (419)693-2069
VICE-PRES :	KEVIN RUTHERFORD (419)874-0419	MAG. LIBRARIAN : ----------	DAVE MORRIS (419)698-1384
SECRETARY :	SHARON HILL (419)423-2135	DISK LIBRARIAN : --(BK ISSUE)--	DAVE ELMORE (419)666-8308
TREASURER :	JOHN COBB (419)666-7654	TECHNICAL ADV : ----------	ELLEN LENTZ (419)874-7196
MEM. SECT :	LARRY AHL (419)865-9038	ADV. MANAGER : ----------	DONN BUERGER (313)856-4538
SERG/ARMS :	ROY SIDNER (419)882-7857	EDITOR : ----------	BILL RODAWALT (419)862-3202

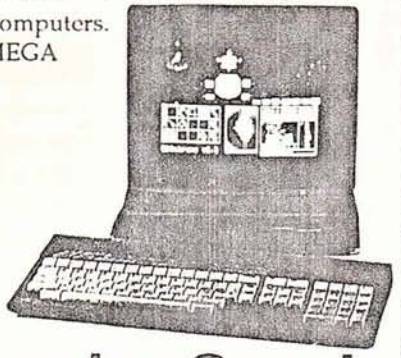
The Best Selection of Computer Products for Your Education, Home and Recreation.

Atari's MEGA ST

A High Performance Executive Workstation

The MEGA Computer System is the newest generation of Atari Computers. While remaining compatible with the previous ST systems, the MEGA offers additional features that increase its power, speed and expandability. Some of the key features are listed below:

- MC68000 Microprocessor – 8MHz clock frequency
- Enhanced Memory – 2 or 4 MB depending on model
- Graphics Accelerator (Blitter) chip for faster graphics applications and laser printing.
- Internal Expansion Connector
- Real-Time Clock w/Battery Back-up
- Built-in Double Sided 3.5" Floppy Drive
- Small CPU Footprint, Detachable Keyboard and Stackable Monitor



Coming Soon!

Entertainment

10th Frame

Listen to the crowds cheer and the pins shatter when you join the ranks of the PBA tour. So realistic you'll need beer and pretzels to play!

$29

Mean 18

The ultimate golf challenge that takes you to St. Andrews, Scotland, Augusta National or Pebble Beach to play the toughest courses in the world.

$25

ArcticFox	$27
Black Cauldron	25
Chessmaster 2000	29
Flight Simulator II	33
Golden Path	32
Hacker II	29
High Roller	31
Hollywood Hijinx	25
Leader Board	25
Leather Goddesses of Phobos	25
Ogre	20
Pawn	32
Phantasie II	29
Rogue	29
Shanghai	25
Silent Service	25
Skyfox	29
Starglider	32
Sub Battle Simulator	25
Tass Times in Tone Town	25
Vegas Gambler	25

Q - Ball

Imagine no gravity, eight pockets and the ability to rotate your table in three dimensions while you make your shot.

$21

Leisure Suit Larry

A 3-D (Dancing Drinking, Dames) animated adventure game that's a silly, risque romp through the singles bar scene.

$29

100% Satisfaction Guaranteed or Your Money Back.

At Micro Center

PERSCOM

Stop In And Pick Up One of Our NEW Sales Flyers.

Where educated futures begin

Monday-Friday, 10-9 • Saturday, 10-6

1555 W. Lane Ave.
Columbus, OH 43221
(614) 481-4409

85 Westerville Plaza
Westerville, OH 43081
(614) 891-2900

Order Toll Free in Ohio - 1-800-523-4438

FROM THE PRESIDENT

This has really been an exciting month to be an ST user and a member of A.C.C.T. Between the Garage sale and the Mind Games gaming convention , I was able to talk to a lot of people interested in computers in general and in the ST in particular and was able to show off the power of this most impressive machine.

And on the software front it has been like Christmas in October. In addition to BARD'S TALE and GRIDIRON both reviewed in this issue the software shelves were flooded with the likes of ORC KNIGHT, THE RINGS OF ZILFIN, AIRBALL, GAUNTLET and others. It seems that the software developer's are finally taking notice and releasing these and othe products to the delight of the ATARI community.

On the hardware front the MEGAS have finally been released along with the long awaited SX212 1200 bps modem, and the XE gamesystem. And just to make sure that we don't get too restless ATARI announced a CDROM for the ST line of computers that when it is not being used for your computer, can also play audio discs and up to one hour of video.

After months of waiting and wondering , ATARIANS can now look at the industry and see ATARI making some real progress. This is important to us as a user group and also to us as individual users if we are to become successful in getting the type of support that these magnificient machines deserve.

But sometimes flag waving and eye opening demonstrations are not enough to get the software developers on the band wagon. For seemingly lost in this shuffle is the 8-bit user who has built the base from which Atari has built it's corperate power. New software has seemed scarcer than ever (if that is possible) for the people that have supported Atari for so long. It is time that we as users got involved by sending letters to software companies that produce products that we would like to see produced for the ATARI 8-BIT and ST computers. NEWSROOM was pushed along by this means and look at the progress that Atarians are making with Trip Hawkins and Electronic Arts.

Now that the ball is rolling and we are finally seeing dsome headway in both the software and hardware fields we have got to keep pushing and save the back patting for later on.

MONTHLY MINUTES

Monthly Minutes
September 1987
Reported by Sharon Hill

President Bill Rodawalt called the September meeting to order. He reminded everyone of the Garage Sale set for September 26 at the home of Tim DeYoung.

Nominations where made and seconded for the upcomming elections the nominations where as follows:

****
* PRESIDENT *
****

BILL RODAWALT
ELLEN LENTZ

****
* VICE-PRESIDENT *
****

KEVIN RUTHERFORD
TIM DEYOUNG

****
* SECRETARY *
****

SHARON HILL

****
* TREASURER *
****

DONN BUERGER
JOHN COBB

****
* MEM. SECRETARY *
****

BILL VALLADE

****
* SERGEANT AT ARMS *
****

ROY SIDENER

M/L PROGRAMMING

Machine Language: How Does It Work?
by Dr. Warren G. Lieuallen

As we discussed last month, the first consideration in writing a machine language program is where to store it. Now that that problem is solved, we're ready to begin actually writing our program. But, as you are no doubt aware, the commands in machine language are not as easily and intuitively understood as those in BASIC. The machine language commands are simply numbers from 0 to 255. What do those numbers mean?

Each of the "numbers" in a machine language program is a code; each number represents a specific command which can be executed by the 6502 microprocessor. Just as there are commands in BASIC (such as GOTO, POKE, IF-THEN, etc.), there are commands in machine language (such as JMP, LD, BEQ, etc.). These commands constitute the machine language program, just as in any other programming language. The difference is that machine language is a "low level" language, meaning that the commands are much closer to the actual instructions carried out by the microprocessor, and are therefore not as "user-friendly" as the higher level programming languages we are accustomed to, such as BASIC, FORTH, LOGO, etc. However, because it requires less "translation" by the microprocessor, a machine language program will execute much faster than one written in a higher level language (as always, there are exceptions!). And this speed is the reason that programmers turn to machine language.

A short example should clarify this point. Suppose we want to fill the screen with a particular character. In BASIC, the program might look something like this:

```
10 GRAPHICS 0
20 FOR I=40000 TO 40959
30 POKE I,10
40 NEXT I
50 GOTO 50
```

This program will clear the screen, and then place the internal code for an asterisk in the memory locations which correspond to the graphics-zero screen display. This routine takes about seven seconds to do the job.

Now, when using machine language, the program may be entered in several ways, depending on whether you have a machine language assembler/editor program or not. The following program will work from BASIC to "assemble" the machine language codes in memory:

```
10 FOR I=1536 TO 1569
20 READ J:POKE I,J:NEXT I
30 GRAPHICS 0
40 X=USR(1536,10)
50 GOTO 50
100 DATA 104,201,1,208,254,
    104,104,170
110 DATA 165,88,133,204,
    165,89,133,205
120 DATA 138,160,0,145,204,
    230,204,208
130 DATA 250,230,205,166,
    205,224,160,208
140 DATA 242,96
```

This routine (which is relocatable--refer to last month's article if you're not sure what that means) will also fill the screen with asterisks, but is nearly instantaneous. So, you can see that machine language can be very useful where execution speed is essential. For longer, or more "serious" applicatons, the difference in speed would be even more dramatic. Also, although the machine language program looks longer, it occupies only 34 bytes once loaded, while the BASIC screen-fill routine requires 61 bytes of memory.

So, as the example demonstrates, machine language does have some advantages over other programming languages, but it also has one BIG disadvantage; machine language is much more difficult to learn and use. That's why the higher-level languages were written in the first place!

It is not my intention to teach you how to program in machine language. In the first place, I'm only just learning to do so myself. In the second place, several good books already exist to do just that, and you have to pay for those books! If you're still interested, here are some of the books I've found helpful:

Programmer's Reference Guide for
the Atari 400/800 Computers
by David Heiserman Publ. by
Howard Sams & Co.

This book contains, among other things, a complete instruction set for the 6502 microprocessor, their decimal and hexadecimal op-codes, their effects on the various flags, and a brief explaination of their functions.

Atari BASIC, Faster and Better
by Carl M. Evans Publ. by IJG
Enterprises

This book contains many useful BASIC and machine language routines, and although does little to explain the source codes, is a very good tutorial nonetheless.

My introduction to machine language was on a Timex-Sinclair 1000, so I have no experience with a book directly concerning machine language for the 6502 microprocessor in the Atari computers. However, browsing through a bookstore should turn up several good titles. Other books are available to cover specific areas, such as The Atari Assembler by the Inmans.

ATARI NEWS

ATARI PRODUCT UPDATES
Reprinted by Permission
Antic Publishing Inc., Copywrite 1987
by Nat Friedland, Antic Editor

Just as this issue went to press, Antic was invited to visit Atari and preview the new SLM804 Laser Printer in action. Take a look at the sharply detailed laser printout accompanying this article and you'll see why we were impressed with the SLM804.

While we were in the Atari Engineering Department observing their laser printer crank out ultra-sharp pages, on a workbench behind us was a line-up of seven Atari PC clones. These IBM-compatible Ataris were running a wide range of MS-DOS software, from Lotus 1-2-3 to Flight Simulator II.

According to Atari Marketing Communications Director Neil Harris, those PCs were a pre-production test shipment. In a manufacturing start-up timetable, this would put the PCs about 30-45 days behind the 2-megabyte Mega 2 and 4Mb Mega 4 three-piece STs.

The first production run of Megas was shipped to software developers and is now going on sale in Germany and France. Harris said that a major "rollout" of the Megas and laser printer would take place in October, with a series of regional dealer meetings. At that time, final prices for these products were to be set.

Antic has just received a developer's 4-megabyte Mega 4 (with blitter chip), which will be covered in detail in coming issues of Antic and in the Spring 1988 issue of START, The ST Quarterly.

We opened up our Mega's motherboard box and looked at the clean chip layout. Especially impressive was the wide-open Direct Memory Access which should make it easy to tap the power of the Mega for a variety of specialized hardware uses.

Of course, while at the Atari Corp. we also took advantage of the opportunity to check on the latest status of previously announced hardware for the 8-bit computers. According to Harris, the first cargo containers of the 80-column XEP-80 display box (Antic, July 1987) and SX212 1200-baud modems had just arrived in Atari U.S. warehouses. We also heard that the XE Game System computers and many new XL/XE-compatible game cartridges were due to start reaching the stores in October.

However, the double-sided, double-density XF551 Disk Drive shown at the June Consumer Electronics Show (Antic, September 1987) will not be scheduled for manufacture until programming of the new operating system is successfully completed.

EUROPE'S THREE SEPTEMBER ATARI SHOWS
by Gregg Pearlman, Antic assistant Editor

In September I attended major computer shows in Dusseldorf, Amsterdam and London. Atari was very well represented at each one. I saw the new Atari $500 CD ROM player. And I heard Atari announce their own transputer for the ST was being developed at Cambridge University.

I was on what basically was a 10-day selling and buying trip, meeting old friends and making some new ones in the Atari market. Antic magazine is very well known throughout Europe. It's gratifying to see that it continue to be well-received and respected, and START has really earned a position as being highly considered and sought after. We're doing our best to see that the magazine is delivered over there in the kind of quantity that we can sell.

For three years, we've been travelling to Europe for these shows -- we're probably among the first companies to recognize the European opportunity with the Atari market. Now a lot of American companies attend, but I'd say we were ahead of the pack by a couple of years. We've got a lot of friends over there now, and it's always nice to see them.

The strongest of all Atari national organizations is Atari Germany. They do a wonderful job, and the ST's doing very well there. Also, the Atari 8-bit is moving into Eastern Europe very well. (The 16-bit ST is not allowed to be sold in Eastern Europe.) The Eastern European developers certainly are as good as their Western counterparts, but they don't make the same kind of money. Therefore, you can get some excellent development relatively cheaply. They're as interested and as challenged by the whole concept as our own programmers.

It was a very successful three-day show in Dusseldorf, which is at the center of a very large section of the German population. The ST has been very well received in the university and scientific communities. Antic is very well known there, and START is becoming known. I saw a lot of ST hardware for laboratories, good desktop publishing, graphics, a lot of languages for the ST, everything from Prolog to APL -- there was even Smalltalk.

We've been doing an exchange with the English magazine, Page 6. I spoke with them and some German magazines as well as ST World. I'd say that both Antic and START are looked upon as probably being the world-wide premier magazines. They're very interested in START and Antic articles.

In fact, there's some discussion about licensing Antic in Eastern Europe. In Amsterdam I attended a show that's basically the equivalent of COMDEX. The Netherlands has a very large ST organization, as well as

8-bit. Atari had a large booth there, and a good show. It was successful all around. Basically it was a business show, and the likes of IBM and Xerox were there.

But the real highlight of the trip was the Personal Computer World (PCW) Show in London's Olympia Hall -- very reminiscent of CES. There was a ton of activity, crowds of enthusiastic people, many video screens displaying software, promotions, etc.

Antic and START are very well known there also, and my objective, of course, was to take care of the magazine distribution. But Antic Software has gained notoriety there as well, and we're setting up exclusive distribution in Germany, France and the UK.

The Atari is now moving into Scandinavia and Italy very successfully. There are about 150,000 STs in Germany and 30,000 to 50,000 in both France and the UK, with Italy, Scandinavia and the Netherlands coming in behind that. In Europe, Atari isn't so much saddled with the image of being a game machine. It's the most successful home computer in Germany in terms of sales.

Atari had a very large, crowded booth at PCW -- that's where they announced CD ROM, which they'd talked about for years, and apparently they've priced it at $500. That is supposed to be announced in the U.S. at COMDEX in November.

I think the most exciting thing I saw in Europe was the CD ROM. I had the machine in my hand, but I couldn't find anyone's name on it -- Atari wouldn't tell me who the manufacturer is, but that probably doesn't matter. What's interesting about it is that it also plays audio disks.

I've always believed in the CD ROM on the ST. I think they change or create -- lead the development of a data-access marketplace that exists now. It's everything from reference libraries to encyclopedias to map databases and so on. I feel it'll open up a new world of data access that will be fun, fast and probably create a number of new companies that learn how to access and manipulate that data. That's an issue that people can expect to read more about from us.

Atari also announced its transputer -- a super-computer box, basically -- that plugs into the ST. It's being developed at Cambridge University. I believe that that's oriented toward the very sophisticated workstation. (For more about transputers, see "15 Million Instructions Per Second," START, Fall 1987.--ANTIC ED) And Atari had a stand for their PC clones.

But I did see a lot of video input/output devices: scanners, digitizers, plotters, lots of different printing stuff -- there seemed to be lots of hardware development going on. There was also a floating point processor and more business software.

I ran into many old friends at PCW: from Microprose, Activision, Electronic Arts -- all the big names here were over there. But once again, Antic began attending the European shows well before many of these companies. Since I first went, the PCW show has grown into a booming event. The booths are all two stories, and the people are very enthusiastic.

The UK market is developing nicely, and the UK Atari group is doing well. The Tramiels have kept the equivalent prices -- that is, a price of $1,000 here is the equivalent of $1,000 over there after the exchange rate is applied. That has really enhanced the sales.

A lot of games were shown at PCW on many, many different pieces of equipment. Atari had Mega 2's and Mega 4's in abundance, as well as laser printers. Because several of our advertisers were there acquiring the rights to software, Americans will benefit from the advanced development in Germany and much of Europe.

In general, the 8-bit is doing well in Europe. In its incarnation as the XE Game System, it should be quite successful, I think. There's still a big market for games. As a matter of fact, I'd say I witnessed a revival. Atari, of course, is geared to take advantage of that on the 8-bit side. It was fun -- I played with a lot of the games in the course of my four-day visit in the UK.

There's still 8-bit development -- certainly not as much as in the past, but it is there -- and plenty of 8-bit users. That should make Antic readers happy. It certainly reinforces my belief that the 8-bit Atari computers will be here for many years yet.

TREASURY

TREASURERS REPORT
SEPTEMBER, 1987

STARTING DATE	09/01/87
ENDING DATE	09/30/87
BEGINNING BALANCE	$351.67
MONEY IN	$516.17
MONEY OUT	$340.03
ENDING BALANCE	$527.81

Expenses for this month, apart from the usual ones, consisted of: $78.57 for copier repair...$74.09 for repair of the clubs disk drive...$20.00 for table rental at the Mind Games gaming convention.

The club made a profit of $81.00 from the garage sale held this past month. A special thanks to Tim DeYoung for allowing us to use his home for the garage sale.

JCC

FCC UPDATE

FCC UPDATE
by M. G. Brown
Reprinted by Permission
ZMAG #

Looming on the horizon is the specter of the Federal Communications Commission's "Amendments of Part 69 of the Commission's Rules Relating to Enhanced Service Providers".

If the amendments are adopted as proposed, local telephone companies will be allowed to charge enhanced service providers (such as Tymnet and Telenet, to name a few) by the minute. The added costs will be passed on to users of these services.

While the FCC claims these amendments are part of a long-range policy "toward a more economically rational pricing scheme", their good intent in dropping the exemption becomes suspicious when applied to those who are using these services for data communications.

Since the exemptions were first allowed in 1983, a number of data communications specific businesses have sprung up in competition with traditional providers, to serve the access needs of computer users. This growth has followed the upward trend in use of computer data communications by business as well as the general public.

Low cost communications services such as the innovative and popular PC ursuit, begun in 1985 by GTE Telenet, are helping make new ideas in telecommunications possible. At night and during weekends, PC Pursuit allows users in some 500 cities to make the long-distance link to 25 major metropolitan areas for a flat fee of $25 a month.

PC Pursuit and services like it have created more affordable information exchange medium "for the rest of us". Suddenly, bulletin board systems and smaller information systems became centers for national exchange of information and ideas. Specialized systems have sprung up to satisfy the needs of researchers in such diverse areas as genealogy and health care, and shareware producers suddenly find themselves with a much wider market. Even the more traditional software and hardware producers are setting up their own BBS systems as a way to provide technical support.

According to a recent statement by Telenet, if the proposal is adopted "PC Pursuit's current 'flat-rate/ unlimited usage' service would have to be repriced to a per-usage basis, including an estimated $7 to $9 per-hour access charge. It is doubtful that the service would survive at this inflated rate". The demise of PC Pursuit would be followed by the destruction of innovative work on and or microcomputers and telecommunications.

Individuals, small businesses, non-profit organizations and libraries are likely to be hit the hardest and most directly by the proposals. Many libraries around the country now offer their patrons electronic database searches. With the added costs, such services in rural and small libraries are unlikely to continue because of the increased costs. Even patrons who never request an on-line search will suffer. Interlibrary loan and book cataloging are increasingly dependent upon reasonably priced interstate telecommunications.

One of the FCC's goals is the "elimination of unreasonable discrimination and undue preferences among rates for interstate services". Yet discriminations should be made, especially when you consider that phone companies provide all sorts of special arrangements for toll carriers, including switching machines costing millions of dollars and special trunking exclusively for toll carriers. Packet-switched networks such as Telenet, however, receive no special treatment. They connect into the local network in the same manner you and I do- through ordinary lines.

Some argue that packet-switched networks make heavier use of those ordinary lines. Heavier use is already priced into business rates, however, about five times residential rates. The largest expense, having the line installed to begin with, is not dependent on the amount of use.

The FCC has not awakened to the fact that data transmission is now being used as a secondary means of communications by more and more "common" Americans. This personal communication and information revolution is in full swing and should only be expected to grow in the foreseeable future. This growth path will be stunted if this proposal is adopted.

By all estimations, more people and businesses will suffer that will gain if the FCC's proposal is adopted. It seems that eliminating the exemption will not only affect the progress of telecommunications in this country, but will slow the progress of other developing technologies depending on the free flow of information as well.

(Thanks to Bruce Miller for sources quoted in this article)

TV EXPERIMENT

PRESS RELEASE
Science Fiction/Science Fact
An Experimental Television Program.
September 30, 1987

"In all First Moon Landing stories ever written, science fiction never foretold the simple fact that mankind's first step on the moon would be witnessed by billions on earth through the medium of television."
--Jesco Von Puttkamer, NASA Scientist

What is the function of science fiction in society? Does it influence science? Some have argued that science fiction is modern myth; that science fiction is an awakener of ethical awareness; that science fiction has the capacity to prepare people for change; that science fiction is a crystal ball...

These and other ideas (space flight, worldwide communications, planetary colonization...) will be explored in a unique one-hour show,

The show will air LIVE on Thursday, October 22, from 8 to 9 p.m. EST on many PBS stations. The program, co-produced by NASA Lewis Research Center and the Comm Tech Lab and WKAR-TV at Michigan State University, will feature science-fiction authors and scientists:

Host: G. Harry Stine (Lee Correy), scientist, columnist and author of more than 40 science fiction and non-fiction books about the future

Guests:

Ben Bova, president of the National Space Society, award-winning SF author and former editor of ANALOG and OMNI

Arthur C. Clarke, science-fiction author and world communications expert, via satellite link to Sri Lanka

Dr. Robert L. Forward, Hughes Research Laboratories scientist and SF author of DRAGON'S EGG and STARQUAKE, participating via videotape

Jesco von Puttkamer, senior scientist at NASA, scientific advisor to STAR TREK: THE MOTION PICTURE

Charles Sheffield, Chief Scientist, Earth Satellite Corporation, and SF author of MY BROTHER'S KEEPER and BETWEEN THE STROKES OF NIGHT

John E. Stith, scientist at Kaman Sciences Corporation and SF author of MEMORY BLANK and DEATH TOLLS

and National Science Foundation scientists in Antarctica (live voice by satellite)

Some public television viewers with access to personal computers may actually participate in this experimental TV show which will use satellites, slo-scan TV, and computers to hook viewers, writers, artists and scientists together into one vast network as they tackle questions about science fiction/science fact. Viewers who are CompuServe subscribers may send questions/comments to the TV studio panel during the "Electronic Trip."

The show will be illustrated "live" by science-fiction artists in Utah and Connecticut using "slo-scan" TV.

"Live" computer comments and questions from the "online space community" and "online science fiction community" around the world will be shown continuously on the screen via Compuserve.

An "instant" electronic survey will be conducted.

A 15-page article (Reflections on a Crystal Ball: Science Fiction vs. Science Fact) will be broadcast in less than 10 seconds.

If [SF]^2 is not carried on their local PBS affiliated television station, viewers may tune home satellite receivers/dishes to WESTAR IV satellite, transponder 12 D, or tune in to their public-access cable company. USIA Worldnet will rebroadcast the program the next day throughout Europe.

For more information, contact John Bluck, Deputy, Television and Instructional Technology, Educational Services Office, NASA Lewis Research Center, MS 7-4, Cleveland, OH, 44135 (telephone: 216-433-5578); or Dr. Carrie Heeter, Director, Communications Technology Laboratory, Michigan State University, (telephone: 517-355-3410).

8-BIT D.O.M.

ATARI COMPUTER CLUB of TOLEDO
8-BIT DISK of the MONTH
OCTOBER 1987

* MENU * This new menu will do about everything. It will run Basic files and copys files with the 'DOC' ext to the screen. Binary files will cause the menu to go to DOS. You will be able to use the 'L' option in DOS to Binary load these files. I've included RAMDISK.COM to speed up the loading of DUP.SYS on the 130XE.

* LABYRNTH.BAS * Another fine game from Andy Thomas. Move your joystick and collect the treasures, but watch out for the deadly snakes. There are 19 Labyrnths to play. Thanx Andy!!!!

* TOS.COM * Who says there isn't a Desk-top program for the 8-Bit? This program works well. And is joystick operated. Who knows? Maybe it will become your favorite DOS.

* MAXICOPY.COM * Maxicopy is an advanced file copier. It will save you tons of time copying files.

* CHECKV5.COM * Alot like DETECTOR this prog will test a file to see what type of file it is. It is especially helpful for identifing those files that won't run.

* SUBATACK.BAS * Use your submarine to sink the enemy ships. Runs well and is lots of fun.

* JACK.DEM * Jack o Lantern demo. A picture to get you in the mood for the season.

* COBRA.BAS * Cobra's caves adventure from Andy Thomas. Find the chest that the vicious Cobra has hidden within his vast network of caves.

* ZDOS256.COM * Modify DOS 2.5 to give you 2 big RAMDISKS if you have the Claus Buchholtz 256K upgrade in your 800XL. (The info on how to do the upgrade yourself is available from A.C.C.T.).

* PAPER256.BAS * This program will modify a BACKUP copy of PAPERCLIP to use all 256K of the Claus Buchholtz upgrade. I believe that his works on the version 2.0 PAPERCLIP.

* WEREWOLF.DEM * A little demo of a Werewolf in transformation for Holloween.

****
* Side B *
****

THIS MONTH WE HAVE AN ENTIRE SIDE DEDICATED TO JUST SECTOR COPIERS. A MENU HAS BEEN PLACED ON THE DISK TO HELP IN LOADING SOME FILES, BUT SOME OF THE PROGRAMS SIMPLY WON'T RUN FROM THE MENU. I SUGGEST THAT IF YOU RUN INTO DIFFICULTY LOADING ANY OF THE PROGRAMS THEN LOAD IN YOUR OWN DOS AND RUN IT THAT WAY.

****
* BONUS *
****

Disk Compactor Survival Kit

A 2 sided disk with bunches of disk compactors and uncompactors. These are used mainly to send whole disks full of files over the modem, but can also be used to save disk space for storing programs. Included are DETECTOR(1 and 2) and CHECK 5.0 for testing to see what compactor program was used to create a compacted file.

AVENGER'S MANSION

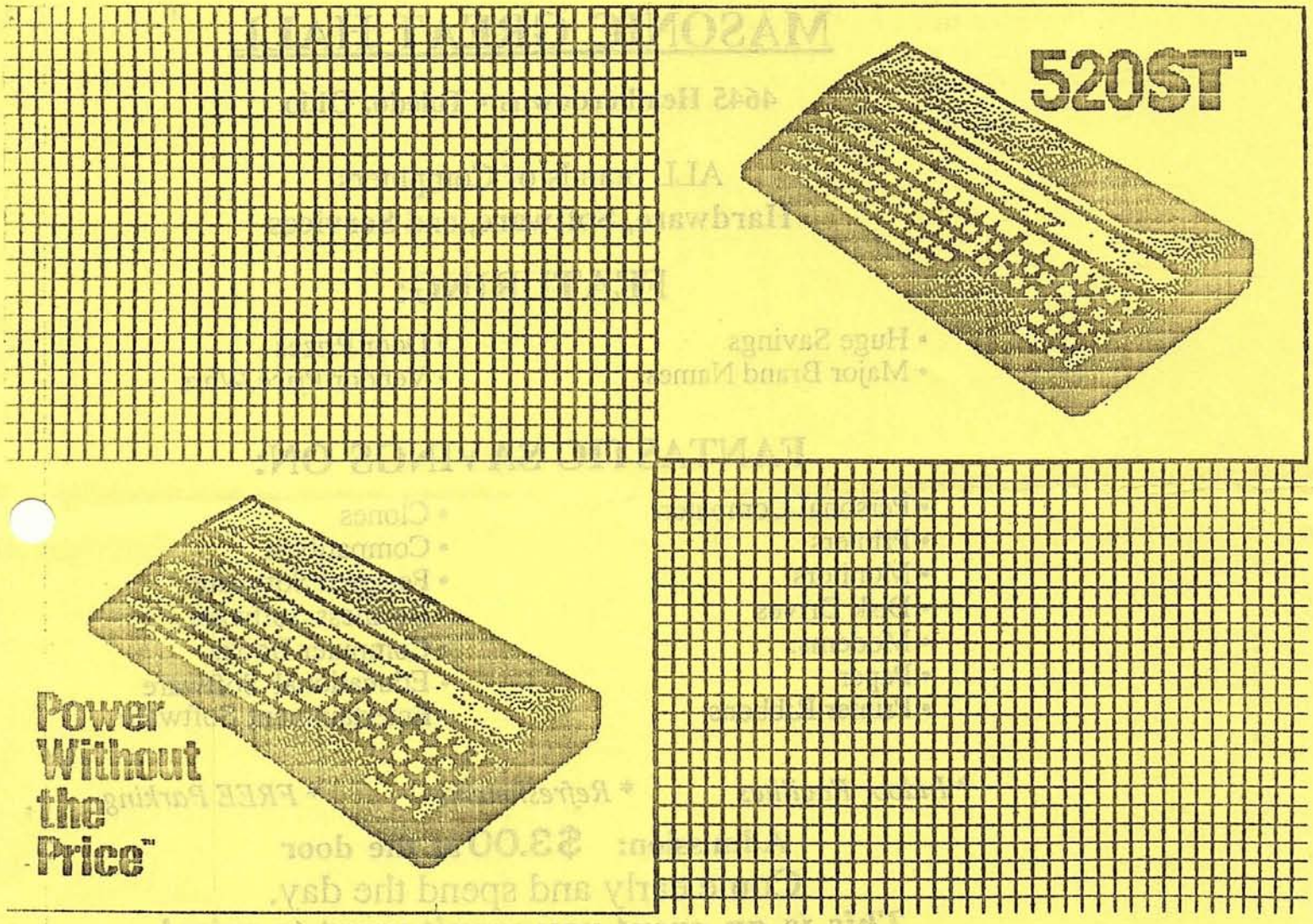
CALL:
(419)666-1449
THE AVENGER'S MANSION

FEATURING:

THE MANSION WRESTLING FEDERATION
ATARI DOWNLOADS
LIBRARY FILES
FOUR MESSAGE BASES
AND MORE.....

A SUPPORTER OF A.C.C.T.

ST NEWS



AND REVIEWS

COMPUTERFESTIVAL

November 8, 1987

• 8:30 A.M. – 4:30 P.M.

MASONIC GREAT HALL

4645 Heatherdowns • Toledo, Ohio

ALL brands of Computers
Hardware, Software, and Services

FEATURING:

- Huge Savings
- Major Brand Names
- Door Prizes
- Vendor Price Wars

FANTASTIC SAVINGS ON:

- Personal Computers
- Printers
- Monitors
- Disk Drives
- Modems.
- Paper
- Printer Ribbons
- Clones
- Compatibles
- Personal Software
- Business Software
- Computer Books
- Educational Software
- Entertainment Software

** Indoor Facilites* ** Refreshments* ** FREE Parking*

Admission: $3.00 at the door

Come early and spend the day.

This is an event you won't want to miss!

TECHNICAL HELP

ST TECHNICAL HELP
by Mr. Goodprobe
Reprinted by Permission
ST REPORT #8

Those who truly know me that I will never say anything to intentionally raise the ire of another human being. But, unfortunately, I am quite sure that this article may upset some computer dealers, and even our beloved Atari corp. I only hope they understand that my motive and intent here is not to defame anyone or anything, but rather solely to forward the cause of the Atari St user, and prolong the life of that great, great computer!

It has come to my attention, through coverage in BYTE Magazine, and on Atari bulletin boards across this fine land of ours that there is a certain questionable, to say the least, fix for some Atari ST's which come up with the "won't boot the drive" symptom. Our one and only very own Calamity Jane recently described to me her lamentable situation when upon receiving her new ST computer in the mail, she proceeded to tickle our funny bones by recounting the fact that when she turned it on, "the screen filled up with bombs, 100's of them everywhere, down the side of her monitor, across the floor and out the door! " She then wondered out loud if there was an entry in the Guiness Book of World Records for the most bombs on an ST screen! When she bravely disassembled her ST she found that the TOS roms were not seated properly in their sockets, in fact were "barely" in the sockets provided for them to occupy! She firmly pushed them down, and all was and is well to this day.

Now, this "fix" which I have mentioned, is supposedly the official Atari fix which states that in the ST factory, if a computer displays this symptom, it is raised 3 to 6 inches from a firm table top and dropped. The resultant force reseats the chips who are the problem makers, and the unit is returned to be boxed, shipped etc. Now I understand the why of this procedure, as there would be not enough time for Atari to do this to each and every St which comes off the line, they would have to drastically raise the price of the ST computer, and that is one thing they do not wish to do, and we don't want them to! When dealing with such a large volume of a unit, sometimes harsh tactics must be taken. BUT!!! This is not the case for the ST user, nor is it the case for the truly caring Atari ST computer dealer and/or Atari ST repair dealer. I personally feel that any dealer/repair establishment that takes this shortcut s doing a great dis-service to his customer. Such tactics can only REDUCE the life of the PC board that makes up the majority of your ST computer, and can you imagine the wonder it does for the drive in the 1040ST?!?! The PC board in the St is fragile enough as it is, and this would further weaken it. And, the "fix" it provides is temporary at best, and will need it repeated time and time again.

While using my PC Pursuit to its fullest, I can fully remember time and time again seeing horror stories of unknowing users applying this "drop technology", and as the symptom disappears with the first application, many times it soon returns again and again, and the time interval is shorter and shorter between each period of proper computer operation. Then the final blow is dealt to the computer, and a great repair bill results, or a new CPU has to be purchased.

Now that I have shared with you the IMPROPER method of curing this, let us now enter in to a description of the PROPER method of curing this pesky problem.

After placing your ST face down on a soft surface as a carpet sample, take out:

520ST-->6 screws holding the top on.

1040ST-->7 screws in the square holes holding the top on.

Turn the unit back over, and place the top back in a safe place. Remove the keyboard by unplugging the cable extending from the right side of it that plugs into the motherboard. Set this assembly with the top of your computer. On the 1040ST you will also need to unplug the power harness and drive cable from the internal disk drive. Place this assembly aside, and then remove the 2 screws from the front side of the internal power supply, unplug the cable and place it aside.

Now remove the screws on the 520ST or 1040ST that holds the shield in place and gently remove it. This completes your disassembly of your precious computer...whew! The chips you are going to reseat are labeled U12 and U15. These are the 2 square IC packages, and on the 520ST they are located at the immediate left and upper left of the row of 16 256k rams. On the 1040ST they are located at te right and upper right of the 2 rows of 32 256k ram chips. Make sure you are properly grounded, and if there is a metal clip, sometimes copper in color, remove it for the time being. If there are no clips, please order 2 as they are under a dollar and can prevent this problem in the future. Using a small, flat, jewelers screwdriver, locate the flat edge of the IC socket. Insert your jewelers screwdriver between the socket and the IC and gently pry the chip up and out of the socket. Then place it back in, push down firmly, and replace the clip if there was one. Repeat this procedure with the other IC.

Now locate the 6 TOS roms if you have them in your ST. The 520ST has them located in a row from top to bottom at the far left side of the motherboard. They are located directly below where the internal power supply was in the 1040ST. You do not need to remove these, but rather you merely need to give them a firm push to make

sure they are firmly seated in their sockets.

Reverse the procedure you observed when you disassembled your ST, and your task will be completed.

Now, after having done that, can you see the point I was trying to make? It was not really a hard job, but if multiplied several hundred thousand times over I can see why Atari Corp uses the method they do. And, since the dealer does not have to deal with near this type of volume (boy that would be every dealers dream though!), and since they are the link between Atari Corp.and you, they should endeavor to give you that personal touch and go that extra mile. Sometimes it seems the only great service you can receive is that which you provide for yourself!

The bottom line the is this, please, do not use this "official" fix you have heard about, but rather give your pride and joy that extra special caring touch that will hopefully allow it to provide you with many more years of useful service and entertainment. Keep those Atari's humming!

-Mr. Goodprobe-

****

BASSETT'S
HEALTH FOODS

3301 WEST CENTRAL AVE.
TOLEDO, OHIO
(WESTGATE SHOPPING CENTER)
531-0334

ONE OF THE NATION'S LARGEST AND MOST COMPLETE
HEALTH FOOD STORES AND RESTRAURANT.

NUTRITION AND HEALTH CLASSES AVAILIBLE.

TRAINED PROFESSIONAL STAFF

****

REVIEW

GRIDIRON
BETHESDA SOFTWORKS
$42.95
reviewed by J. C. Cobb

N.F.L. strike. Who Cares!!!

Since purchasing GRIDIRON, I haven't given a thought to the Pro-Football strike in progress. This football simulator allows you to construct your own football team, setting each players strength and speed, and allowing you to save the team to disk for future use; or you can use the standard team already on the disk. You may play the computer, or an adversary of your own choosing. The game comes with comprehensive documentation, and a rather cumbersom set of validation codes needed to access the game. You must search through six pages of codes to find the one needed to access the game.

This is not a graphics-oriented game, although there are three excellent graphics screens at the beginning of the program, after each touchdown, and at the end of the game. The player selects his or her play from the twenty plays provided in the play book for each offensive or defensive situation. After play selection, the offensive player hikes the ball and the X's and O's on the screen begin to move in their pre-determined patterns dictated by the play selection. You control one player from your team; you decide which one it is just before the snap of the ball using the mouse or joystick. Play the Free Safety and guard against the long pass, or play a blitzing Linebacker and try to nail the Quarterback! The game sounds are fairly realistic, from the sounds of the cheering crowds to the grunts and groans down on the line of scrimmage, to the sound of the referees whistle, or the sound of the announcer calling out First Down!

If you are not happy with the plays provided by the game, you have the option of creating your own plays from the Play Creation Utility. Here, you take one of the existing plays, and modify it to your choosing. Change a blocking back to a pass receiver, or add a delay to a receiver already in existence. Change you defensive line blocking to assorted stunts or blitzes. Change the patterns run by your receivers, or the path of your running back...the options are endless. After creating your own playbook, save it to disk for future use.

This is one of the best sports games I have seen for the ST, especially if you are more interested in strategy than arcade action. It is comparable to Micro League Baseball in it's simulation rather than arcade type program. I would recommend this program to any hard-core football fan out there, who is having football withdrawals during the strike.

WHY AN ST?

...With An Eye On The Future...
by Mr. Goodprobe
Reprinted by Permission
ZMAG #74

With the advent of so many new and exciting options that have become available to the computer user/owner, whether they presently own a system or not, many perplexing questions arise. Which one? Why? How long will it last till I need another? These and many other questions can cause the most confident computer user to wonder which way is up.

The purpose of this little article is simply for the present Atari 8 bit owner and my reasons why I think that if he is considering upgrading his system, the Atari ST series is a very wise choice for him to do so with. And for the present ST owner, and quick reminder of the blessings he now enjoys! This by no means is going to be a complete thesis, but a collection of random thoughts I have had on this matter, may they help you in your future choices!

The Atari ST is first of all a 16 bit computer based on the 68000 microprocessor which means that is running at a nice 8 Mhz versus the roughly 1 Mhz of the Atari 800xl/130xe series. The raw computing power of the St is not based on this factor alone, but definitely doesn't hurt! One of the big plus factors for the St is the disk system it uses. The 3 1/2 disk it uses it completely enclosed, and quick handy for popping one in your pocket when you need to take a disk to work, a friends house or whatever. Also, the 720k disk is rather inexpensive now, and you can find them regularly available for 79 cents for a double-sided version of this little data-storage wonder. With your data safely stored inside the plastic enclosed housing, it is very likely that it will last quite awhile.

As far as display quality goes, if you should choose to use the monitor that Atari makes available for you, the SM124 monochrome monitor, or the SC1224 RGB color monitor the video will quite honestly probably take your breath away. The St series now can be used with a standard TV via the modulator built in, or a composite monitor, but these options, although good when first trying to first purchase your system, they don't allow you to take full advantage of the graphics capabilities of this system. A point that I feel should be made is that the sound produced by these monitors is quite acceptable, I do feel, along with many others, that it leaves much to be desired and you may not be totally happy with this portion of the ST system. This can be overcome of course if you are using a synthesizer with your ST in which case your sound will be out-of-this world!

So much for that, now lets get to the REAL reasons why I LOVE the ST.

Firstly, if you were fortunate enough to forsee the day when you would upgrade your present system, you will be thrilled to learn that the vast majority of your generic hardware add-ons such as printers, modems and such like will indeed work fine with your ST system. This indeed can save you quite a bit financially, and if you were really happy with your equipment before, you will be doubly so not with it hummin' away on the ST. you know, for some reason my Panasonic 1080 seems to be much faster now that it is connected to the ST, it is quite possible that its my imagination, but not likely! There are some programs that now allow to to take advantage of some of the features of your printers that you didn't even know existed! And some word processors allow you to change the fonts right on the screen with very little effort and use graphics in ways you didnt think a home computer could do! now, the text flows around the graphics and makes for a very eye-pleasing appearance! And the terminal programs..my oh my! Most major forms of transfer protocols are supported, and you can emulate most systems with your term program so you can enjoy AHSI (IBM), Vidtex, RLE, and ATASCII graphics...on-line! There is even one term now that allows for multitasking, so now you can download a file and be working on a text file at the same time.

And speaking of emulators, there are a multitude of emulators for the St that actually allow it to run software designed for other computer systems. The first type of emulator you run across is the software emulator. PC Ditto is the premier software emulator that allows the St user to run programs that are designed to run on the IBM PC and clones. It runs a large portions of these programs, and does a good job in doing so, although at less than half the speed of a normal clone. But, this opens a vast library of programs for the users, many available for the cost of the disk from computer clubs, or free from local bulletin board services. There is now an emulator for the St which allows one to run UNIX software also, and this one is quite fast. In this month of September ST Log will carry an article and program that allows the St user to run his 8 bit Atari software on his ST. This program too allows the user to run his original programs at less than half speed, but because this Transformer will be public domain you can be sure it will improve with the addition of new routines and the more efficient use of code to further speed it up. There are also further emulators that allow run to run Apple 2e and Commodore 64 programs on the St, but they still need further work on them to make them practical.

The next 2 items would make one think of emulators, but they are in a class by themselves! firstly, the multi tasking operating system known as IS-9 has been recently released for the ST. This will allow the St to run all programs in the IS-9 library as this is not a system dependant operating system. The majority of computers using this operating system at present are the $20,000 and up class, and are used by many major

manufacturers to do a variety of work from accounting to robotics. These programs will run with virtually no modification whatsoever.

The second of the "in-a-class-by-themselves" items is the Magic Sac by David Small. This cartridge allows one to run software designed for the Macintosh, and run it faster than the machine it as designed for! with the last version of software that is used in conjunction with the Magic Sac cartridge(4.52), it appears to be very close to crashproof. Any Mac owner will tell you of the frequent crashed of their beloved Mac system, but Mr. Small has found a way to almost give you fewer crashes than the owner of an actual Mac experiences. In fact, you can run some programs with the Magic Sac the Mac owners can not do so themselves! I use this grand item on a regular basis, and can not sing enough praise! I hesitate calling this baby an emulator as it is the closest thing possible to actually adding another computer system to your collection, and at a FAR lower price! Not only is this a good reason to own an St, but a MUST for the present ST owner.

Let me share with a you a recent public domain program I received for use with my Magic Sac. This little beauty was small terminal program that when run dialed our Atomic Standards clock via the modem, and then set the clock in my computer with that of the Atomic standard. now you cant beat that for accuracy, and well for novelty sake it cant be beaten!

The variety of programs out are exceptional, and seem to cover the majority of interests one could possibly have. Educational, graphics art, music, business accounting and data retrieval are all well taken care of with programming gems designed for the ST.

And speaking of GEM,it is the easiest to use interface that will allow the newest computer user to feel comfortable with his system, and the old "hacker" to easily accomplish things that were quite a chore before! Instead of typing on filenames to transfer a file from one disk to another, you merely drag the file to the other disk with your mouse and the task is performed.

Graphics artists will be thrilled with the art programs available for the ST, and the new batch of CAD programs, with most notably CAD 3-d 2.0 allow you to do things that quite honestly were only possible on mainframe type systems. Full manipulation in a 360 degree sphere and animation for a snap with the script system designed Tom Hudson for Cad 3-D 2.0. And you can create "computer movies" with the greatest of ease with Aegis Animator.

Oh yes, how could I forget, the games! You will find a game to suit every whim, fancy and desire! And once again with the power of the ST the graphics present, the computing power used, and the speed of complicated computations, your games will never have good so good and been so life-like!

As you can well imagine, this list is by no means complete, but rather a quick overview of what is quite possibly the BEST computing-power per dollar value on the market. I can indeed assure you that you will never be sorry about sticking with your beloved Atari in the purchase of your new 16 bit system. The technology used is on the cutting edge, and you can be sure that it will be antiquated for quite some time! Imagine using laser printers, FAX machines, and maybe next year if all goes as promised, Atari's 350 meg Optical disc storage system! Now that is some computing power, eh my friend?

Keep those Atari's humnin!

MEGAS SHIPPED

MEGA ST's
by John Edwards
Reprinted by Permission
ZMAG #74

Atari Corp. has started shipping its new Mega 2 and Mega 4 computers to authorized Atari business computer centers.

According to Atari, the new two-and four-megabyte computers, which are aimed at small-business users, feature a small footprint, separate keyboard, battery powered real-time clock, BLiTTER chip and a bus for plugging in add-on boards and peripherals. In addition, the new machines are compatible with software and peripherals designed for the Atari ST line.

"The Mega demonstrates Atari's commitment to the computer specialty retailer," said Sam Tramiel, Atari's president. "Features in the Mega are the direct result of requests from dealers and business users. The Mega is a professional computer offering the highest performance for advanced business, engineering, desktop publishing, desktop presentation and personal computer applications."

ST D.O.M.

A.C.C.T. DISK OF THE MONTH
OCTOBER, 1987
$3.00

GAMES:

CHARACTER COMBAT...

This is an educational game, where the player sharpens his skill on keyboard typing by destroying the letters that appear on the screen. You must not only destroy the letters, but when they are located on a particular color as well.

SANTA PARAVIA...

This game is for one to six players. The object is to run the country of Santa Paravia the best way possible, either by democracy or a dictatorship. One person runs the country, while the others make money as best they can, maybe even overthrowing the current person-in-power.

GRAPHICS:

BILLBOARD:

This program allows for the running of up to five DEGAS pictures simultaneously. The pictures should be of the same resolution and same pallet.

DEGELITE.ACC:

These are desk accessories to be loaded in with DEGAS ELITE. Load in a disk with these programs and the ACCESORY LOADER, then load in your DEGAS ELITE disk.

PICSWITCH7:

This is a revised version of PICSWITCH, which was featured on an earlier Disk-of-the-Month. It allows for the loading of RLE, KOALA PAD, COMMODORE, MACINTOSH, NEOCHROME. DEGAS, or NVISION pictures into the ST. You may also save these pictures in any ST compatible format, by hitting the "S" key while viewing the picture. For pictures like Mac ones that are two screens long, hit the "C" key while viewing to compress the picture before hitting "S". If the picture looks strange or discolored, hit the space bar until the picture looks as it should. Hit the key to move on to another picture.

UTILITY:

410 FORMAT:

Allows you to format single-sided ST disks to 410K, instead of the usually 376K. More room for goodies on the disk!

ICONEDIT.MONO:

This is the monochrome version of ICON EDITOR. Make your own desktop icons with this program.

LABEL.PACK:

This is a label maker program from the Pittsburg Atari Group. It allows you to pick the label size, set up your own printer commands, pick the font desired, and print one or multiple labels.

PACKTEXT:

This program allows for packing or unpacking text files to save on space in your library or for BBS usage.

THERE ARE NOW OVER 60 DISKS IN THE ST PUBLIC DOMAIN LIBRARY. CONTACT ME FOR A COPY OF THE LIBRARY INVENTORY. PUBLIC DOMAIN DISKS AND BACK ISSUE D.O.M.'s ARE AVAILABLE FOR $2.50 EACH. $2.00 EACH IF PURCHASED IN QUANTITIES OF THREE OR MORE.

JOHN C. COBB
666-7654

SWAP SHOPPE

SOFTWARE FOR SALE!

ST		8-BIT
S.D.I.....$20.00		HALLEY PROJECT....$10.00
EPYX WRESTLING.....$15.00		PRINT SHOP.....$20.00
SUB BATTLE.....$15.00		LEARN BASIC.....$5.00
SUPER CONDUCTOR.....$23.00		T.D. FOOTBALL.....$4.00
ARCTIC FOX.....$15.00		PROTECTOR.....$3.00
COMPUTER PEOPLE.....$15.00		JAW BREAKER.....$3.00
CHAMP. BASEBALL.....$15.00		ALI BABA.....$3.00
" FOOTBALL.....$15.00		WORD RACE.....$3.00
" BASKETBALL...$15.00		GALACTIC CHASE.....$3.00
MUSIC STUDIO.....$15.00		FACEMAKER.....$3.00
LEADER BOARD.....$15.00		BATTLIN' BANDS.....$3.00
L.D. TOURN.....$15.00		
OO-TOPOS.....$10.00		ST SOFTWARE MARKED $15.00
MATCH POINT.....$10.00		2 FOR $25.00.
FIRE BLASTER.....$10.00		8-BIT SOFTWARE MARKED
ST POOL.....$10.00		$3.00, 2 FOR $5.00.

CONTACT JOHN COBB AT 666-7654 FOR DETAILS.

NATIONAL MICRO

4032 SECOR RD.
TOLEDO, OHIO
1-419-472-9226

****

OKIDATA 292 (COLOR).....$550.00

STAR NX-10 PRINTER.....$210.00

EPSON LX800 PRINTER/TRACTOR$210.00

PANASONIC 1091.....$275.00

PANASONIC 10801.....$250.00

AVATEX HC 1200 BAUD MODEM..$140.00

NEW! AVATEX 2400 BAUD MODEM$289.00

20lb. TRACK PAPER (2500)....$31.50

15lb. TRACK PAPER (3300)....$28.50

CLASSIC LAID.....$10.00/IN.

COLOR TRACK PAPER/24lb...$8.00/IN.

COLORED ENVELOPES.....$.10/EA.

PRINTSHOP ORGANIZER.....$14.95

KENSINGTON COPY STAND.....$29.95

TEAKWOOD DISKBANKS 5 1/4(50)$24.95

TEAKWOOD DISKBANKS 3 1/2(90)$24.95

TEAKWOOD DISKBANKS 3 1/2(45)$14.95

UNIVERSAL PRINTER STAND.....$16.50

PRINTER MUFFLER.....$59.95

DISK KNOTCHER.....$7.95

CURTIS 6-PLUG SURGE PROTECT.$29.95

SONY 3.5 SSDD DISKS (10)....$15.00

SONY 3.5 DSDD DISKS (10)....$21.00

PANASONIC 1091 RIBBONS.....$9.95

STAR NX-10 RIBBONS.....$8.95

STAR SG-10 RIBBONS.....$2.99

MOUSE CLEANER 360.....$14.95

MOUSE PAD (SMALL).....$8.50

****

REVIEW

REVIEW
Bard's Tale
Electronic Arts
$42.95
Reviewed by Bill Rodawalt

It has been a long time in coming but this month BARD'S TALE was finally released for the ST. For those of you who haven't seen this program run on one of the 'more popular' machines, BARD'S TALE is a fantasy role playing game along the lines of ULTIMA and ALTERNATE REALITY. The game seems to owe a lot of it's game mechanics to DUNGEONS AND DRAGONS the reigning king of conventional fantasy role playing.

At our resent display at the Toledo Gaming Convention, the graphics alone inspired oohs and aaaahs from the passers by, and the rather frequent comment that the game was old on their machines but "it didn't look anything like that". The graphics are indeed impressive but to dwell on them alone would be to really short change this product.

The game itself is built around the familiar quest of ridding the land of the evil forces that keep the people's in subjegation and to of course survive and become wealthy beyond your dreams. What makes the game a bit differant is the Bard's, a class of fighters who long ago turned to singing and telling stories that have almost a magical power. So to go along with the great graphics is a bit of music that makes this game a delight to the senses. The game begins with you in the Adventurer's Guild and you can create a party of up to six character's of assorted race and class. Each is generated seperately and the game allows for rerolls. When your party is set then you are ready to venture out into the world about you. Your first stop should be at Garth's Weapon Shop to equip your party for the inevitible dangers.

After you have equiped your characters it is time for a bit of door bashing in order to find the bad guys (if they don't find you first). Whenever an encounter occurs you are prompted to give orders to you characters. The first three can engage in hand to hand melee while the back row is religated to casting spells or in the Bard's case to sing a battle song.

The game has a really excellant feel to it and also the atmosphere of a midievil clash of good against evil, so try out BARD'S TALE what lies ahead of you is a series of dungeons, castles and sewers to investigate and many foes to kill and treasures to be won. And always the incredible graphics that make each encounter a pleasure to the senses. And hopefully before too long BARD'S TALE II.

A.C.C.T. MEMBERSHIP APPLICATION

SEND APPLICATION AND PAYMENT TO: LARRY AHL
4510 LOSE RD., MONACLOVA, OHIO 43542

NAME _____ TYPE OF COMPUTER :

STREET ADDRESS _____ ____ 400/800

CITY _____ STATE _____ ZIP _____ ____ XL SERIES

NUMBER OF FAMILY MEMBERS WHO WILL PARTICIPATE : ___ ____ XE SERIES

PHONE # _____ ____ ST SERIES

Meetings are held on the second Monday of every month at 7:00 PM at Bassett's Health foods and Restaurant, 3301 West Central Ave. (Westgate Shopping Center) Toledo, Ohio. Membership dues are $15.00 per year per family. Perspective members are invited to attend up to three meetings free of charge.

****

S.I.G. CHAIRMEN

DATABASE S.I.G.	8-BIT S.I.G.	ST S.I.G.
JIM HERZBERG	ELLEN LENTZ	JOHN COBB
(419)865-1854	(419)874-7196	(419)666-7654

****

This newsletter is written and published by members of the ATARI COMPUTER CLUB OF TOLEDO; also known as A.C.C.T.; a group of individuals with a common interest: using and programming both the 8-bit and 16-bit ATARI computers. This group is not, in any way, affiliated with ATARI INC., or with any other commercial buisiness. Any logos, trademarks, or company names are used only as an informal method of reffering to a product or company.

Opinions expressed in this publication are those of the individual author and do not necessarily represent the opinions of A.C.C.T., or those of any commercial buisiness.

Please submit articles in legible form to the EDITOR of this publication on or before the FIRST of the month. Any article appearing in this newsletter may be reproduced, providing credit is given the original author and A.C.C.T..

Membership in the A.C.C.T. includes subscription to this publication, and access to the user group library. The cost of membership is $15.00 per year, per family. Single newsletter cost is $1.25. A guest may attend up to three meetings without charge.

THE USER GROUP MEETING IS HELD ON THE SECOND MONDAY OF THE MONTH, AT 7:00 PM, AT BASSETTE'S HEALTH FOODS, 3301 W. CENTRAL AVE.(WESTGATE SHOPPING CENTER), TOLEDO, OHIO 43606.

PRESIDENT & EDITOR.....Bill Rodawalt, 518 S. Toledo St. Elmore, Ohio 43416

AVERTISING.....$30/page, $15/half page

THE Disk Drive INC.

Computer Software Center

Apple-Atari-C64-Macintosh

Mon. thru Sat. 10 a.m. - 7 p.m.
5333 Monroe St. Ste. 2
Toledo, Ohio 43623
(419) 882-4883

Tomahawk

A Helicopter Simulation

Climb into the cockpit of the most menacing Battle Copter ever to prowl enemy skies: **Tomahawk!**

Tomahawk is a 3-D, real-time flight and combat simulator that accurately re-creates the U.S. Army's AH-64A Apache, the deadliest chopper in the world.

- Offensive and defensive flight maneuvers; ground attack and air to air interception;
- Day & Night vision systems; instrument-only flying for bad weather conditions;
- Complete weapons systems including rockets, guns, and laser-guided anti-armour missiles.
- Selection of combat or training missions; four pilot-rating levels;
- 3-D, real-world display;

Datasoft

Gauntlet

8-bit & ST

The arcade sensation comes home

- Thor, Thyra, Questor, and Merlin together again.
- All the levels you know and love from the arcade.
- Two players, join at any time, play system.

This is it. The game everybody's been waiting for. Gauntlet,™ the most successful arcade game of all time has come home. And it brings with it all the characters, dungeons, traps, treasures, and excitement you loved in the arcades.

MINDSCAPE

Generic SSDD Disks-.75ea
Fuji SSDD 10pk-$10.00
Epyx Joystick-$16.95
Wico Bat Handle-$21.95

8 bit

Spitfire 40
Alternate Reality Dungeon
Guild of Thieves
Eternal Dagger
Print Shop
Ace of Aces
Rainy Day Games

ST

Into the Eagle's Nest
SDI
Plutos
Bard's Tale
Flight Simulator II
Computer Eyes
Gridiron

NEWSLETTER EXCHANGE
ATARI COMPUTER CLUB OF TOLEDO
C/O BILL RODAWALT
518 S. TOLEDO ST.
ELMORE, OHIO 43416

TOLEDO PM OCT 15 1987 OHIO

SLCC JOURNAL
P.O. BOX 1506
SAN LEANDRO CA. 94577-0374
NM/ND

P.O.Box 1506

^^WATCH RENEWAL DATE^^
^^^^^^^^^^^^^^^^^^^^^^